



reCHORDER

OPERATION MANUAL

v1.0

Root (closed)

I

II

III

IV

II

III

IV

Root (open 3)

I

Root (open 1)

I

II

III

IV

Root (open 2)

I

Root -12

Root -24

Spread

Spread+

G

Minor

P1

m3

3

4

5

M

m

dim

aug

b5

sus2

sus4

7

m7

dom7

dim7

m7^{b5}

aug7

m maj7

maj7^{#5}

maj7^{sus4}

min7^{#5}

dom7^{b5}

dom7^{add6}

dom7^{sus4}

6

6^{sus4}

m6

M^{add9}

m^{add9}

c

H

0

1

2

3

4

5

6

7

8

vel

cc1

cc7

keys

ch

85

103

47

113

C

D

Eb

F

G

A

Bb

C

D

Eb

F

G

A

Bb

C

D

Eb

F

G

A

Bb

C

D

Eb

F

G

A

Bb

C₅

B₅

Gb₄

D₄

reCHORDER

Thank you for purchasing arts|UNMUTED reCHORDER - the advanced and unique MIDI instrument for Liine Lemur for iPad. It is the answer for the need of Steven Richard Davis, an accomplished Hollywood-based composer, who contacted me with the idea to create a chord generator that would streamline his composing process. So basically reCHORDER is a powerful chord machine that let you generate 720 chords for each note based on chord inversion and chord type selectors. It gives you stunning 8640 chords at your finger tip triggered by a smart keypad that reacts to scale changes (14 scale types for each 18 root notes). But it is just the beginning - reCHORDER features 16 memory banks where you can save your chords and work out a perfect chord progression. Each bank can save one or all of the following parameters: note velocity, CC7, CC1, MIDI channel and chord note components. It gives you amazing chord shaping possibilities allowing you to sculpture each note in the chord. Moreover, you can send each note to different MIDI channel to create multi-timbral or multi-instrument chords. All the features are packed in the stunning design that takes the art of Lemur template design to the next level. It is created with DAW-environment as well as live performance in mind. I am sure it will become an indispensable part of your studio/live rig.

Happy music making!

Przemek Mieszkowski

the developer of arts|UNMUTED templates for Liine Lemur

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TEST CONFIGURATION

This template has been tested on the following:

- iPad v1 64GB with Liine Lemur 4.
- iPad v3 64GB with Liine Lemur 4.
- PC workstation based on Intel 980x CPU and Asus Rampage Extreme III MB
- Apple Macbook Air (2011)
- Apple Macbook Retina (2012)

ABOUT THIS MANUAL

This manual will help you learn how to operate arts|UNMUTED reCHORDER and use it in your music production process. The GUI of the template was designed with the ease of use in mind - all controllers were carefully designed and placed to provide intuitive and seamless workflow. However, reCHORDER is a complex controller and some functions like the memory system need detailed explanation.

LEGEND

For convenience:

- All references to reCHORDER functions/GUI elements are highlighted in blue (capital letters), e.g.: RESET

PREREQUISITES

To properly configure arts|UNMUTED reCHORDER, you need:

- an iPad
- a Mac or a PC
- DAW (Cubase, Studio One), stand-alone VI or a VI host like VE Pro
- Lemur Deamon installed on your Mac/PC (installed with the Lemur installer downloaded from Liine Lemur website)
- MIDI software (e.g. LoopBe, LoopMIDI for Windows). No additional software needed in OSX.

IMPORTANT! arts|UNMUTED reCHORDER doesn't generate any sounds - it is 'just' an advanced MIDI controller.

IMPORTANT! arts|UNMUTED reCHORDER gets loaded with velocity slider set to 0 which is signalled by the flashing LED. To trigger your VI, set the slider value (the flashing LED will disappear).

SETUP

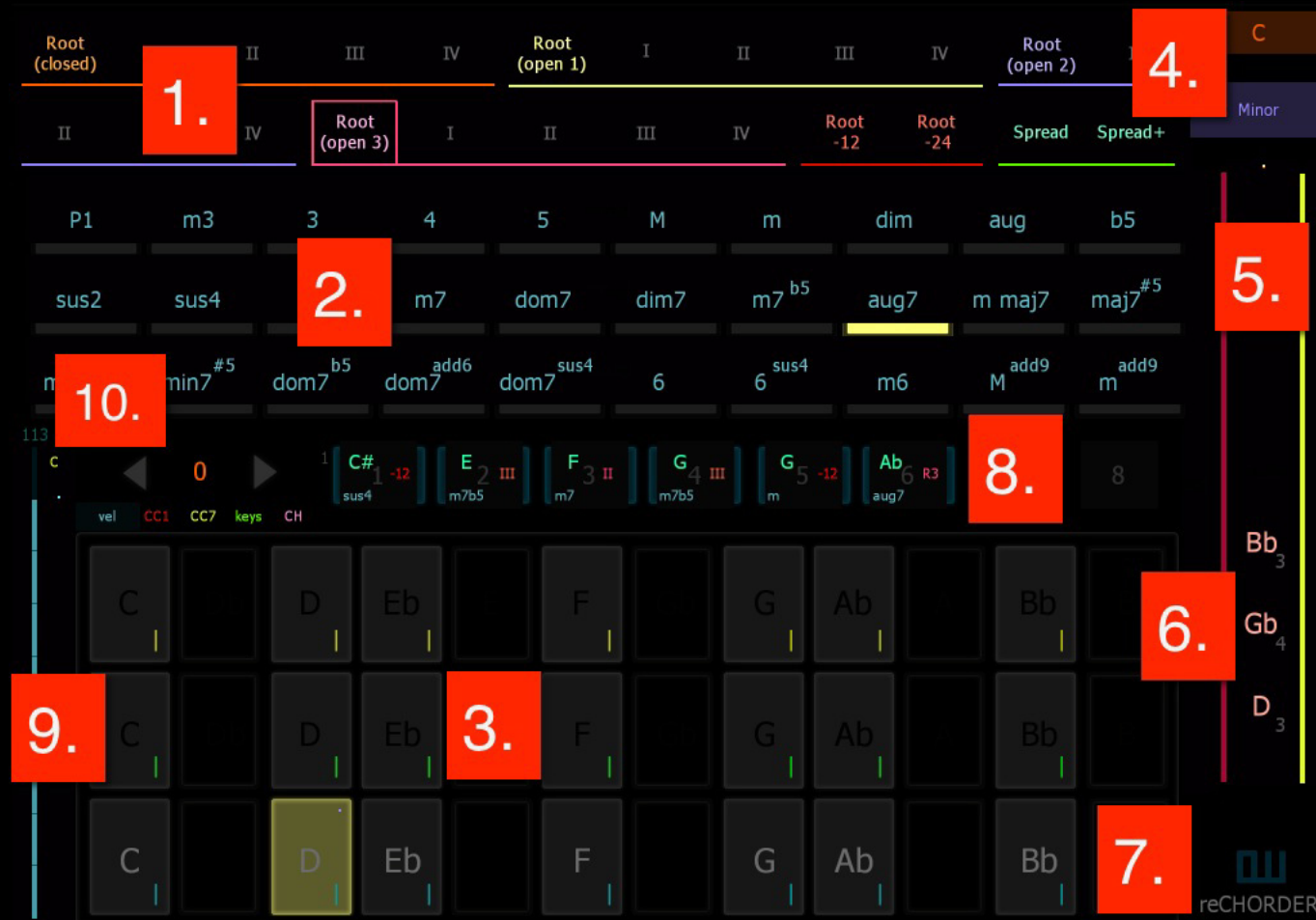
arts|UNMUTED reCHORDER sends and receive MIDI messages on MIDI Target 0. For more information on Liine Lemur setup, see the tutorials on Liine website.

IMPORTANT INFORMATION ON LEGATO

arts|UNMUTED reCHORDER is a chord generator and as such has some limitations regarding legato playing. While playing the piano, normally we don't change whole chords in the legato mode because in most cases it is technically impractical. reCHORDER can play the chords legato if all chord component notes are different. If both chords share the same note, this note is silenced during the legato transition from one chord to another. The key simply has to send the Note Off information and if the note is shared between two chords the Note Off message silences the shared note triggered while playing legato. reCHORDER at the moment is not smart enough to distinguish the shared notes so legato playing in some contexts can result in note dropouts. This also refers to keypad and memory pads in Hold mode.

SCREEN LAYOUT

The main screen of arts|UNMUTED reCHORDER consists of the following elements:



1. CHORD INVERSION SELECTOR

CHORD INVERSION SELECTOR allows you to select one of 24 inversion types grouped in 6 colour-coded categories. The currently selected type is marked with a rectangle.

Root (closed)	I	II	III	IV	Root (open 1)	I	II	III	IV	Root (open 2)	I
II	III	IV	Root (open 3)	I	II	III	IV	Root -12	Root -24	Spread	Spread+

2. CHORD TYPE SELECTOR

CHORD TYPE SELECTOR let you select one of 30 chord types. The currently selected chord is highlighted with a yellow bar. For clarity, the selector features chord symbols instead of full names. Select P1 to play a single note on the keypad.

P1	m3	3	4	5	M	m	dim	aug	b5
sus2	sus4	7	m7	dom7	dim7	m7 ^{b5}	aug7	m maj7	maj7 ^{#5}
maj7 ^{sus4}	min7 ^{#5}	dom7 ^{b5}	dom7 ^{add6}	dom7 ^{sus4}	6	6 ^{sus4}	m6	M ^{add9}	m ^{add9}

3. SMART KEYPAD

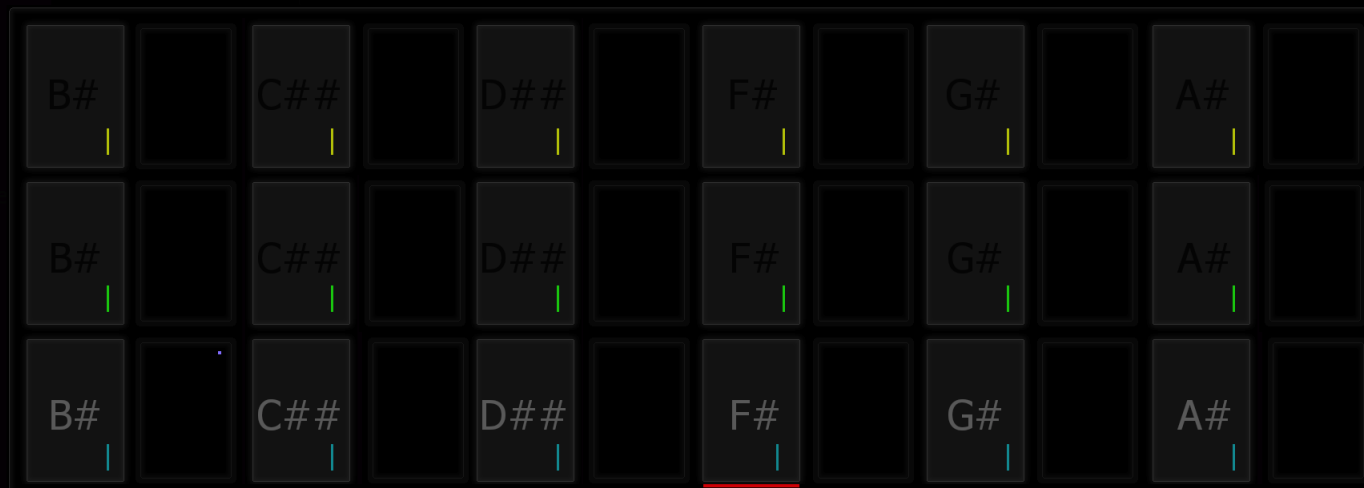
SMART KEYPAD let you trigger single notes (P1) or chords. The keys are marked with note names modified by SCALE SELECTOR and ROOT NOTE SELECTOR (see below). The keys are colour-coded with small vertical bars in the lower right section that change upon octave selection (see OCTAVE SELECTOR below). In the default mode, the keyboard sends the Note On messages when a key is pressed and the Note Off messages when the key is released. This behaviour can be modified with HOLD on SHIFT BAR, or NOTE HOLD displayed after pressing SHIFT mode in place of OCTAVE SELECTOR. The keypad also features a violet LED that indicates the key that was pressed last.



4. SCALE AND ROOT NOTE SELECTORS

ROOT NOTE SELECTOR let you select one of 18 root notes for the selected scale. The root note is marked below the keypad with a red bar.

SCALE SELECTOR let you select one of 14 scales. This selection influences note names displayed on the keypad and available keys. When you press **ALL** on **SHIFT BAR** you will see all keys regardless of the scale but the names of the notes remain unchanged i.e. you can see only the note names for the selected scale.



C#
Chromatic
Chromatic
Major
Dorian
Phrygian
Lydian
Mixolydian
Minor
Locrian
Whole Tones
Harmonic Minor
Melodic Minor
Maj. Pentatonic
Min. Pentatonic
Blues Pentatonic

5. CC1 AND CC7 SLIDERS

CC1 SLIDER (red) and CC7 SLIDER (yellow) let you control CC1 and CC7 MIDI values that let you shape tonal characteristics and volume in many sample libraries. These parameters can be controlled separately for each chord component note in ADVANCED MODE and then saved in memory banks and

6. NOTE DISPLAY

In between CC1 SLIDER and CC7 SLIDER there is NOTE DISPLAY that shows chord components of the currently triggered chord. The section disappears when the key or memory pad is released. The names depend on root note and scale selection and on the selected chord type (i.e. in P1 you will see only one note and in m maj7 you will see four notes).

7. SHIFT BUTTON

This is a vital element of reCHORDER's GUI that displays SHIFT BAR and several additional GUI components. When you press SHIFT, the arts|UNMUTED logo gets highlighted.



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8. MEMORY BANKS

reCHORDER features an innovative and advanced memory bank system that let you store your chords in 16 memory banks. There are two sets of 8 memory pads where you can store your settings. Each active pad shows the stored chord root name, inversion type and chord type based on the root note and scale type selected when you saved the settings. For more information see the MEMORY BANK SYSTEM section.



9. VELOCITY SLIDER

This slider let you control the velocity for all notes of the chord. By default it is set to 10 preset positions. When you hold **SHIFT** or you activate **CONT.** on **SHIFT BAR** the slider operates in the continuous mode which is marked by yellow “c” in the upper part of the slider. Above the slider there is the velocity meter. The velocity setting is stored for each chord saved in memory banks. Also it is possible to shape the velocity for separate chord component notes (see the **ADVANCED MODE** section) and save the settings.



9. OCTAVE SELECTOR

OCTAVE SELECTOR let you change the octaves by +12 and -12 semitones. When you press the left or right arrow you can notice that the colour-coded vertical bars on the keys change their colours.



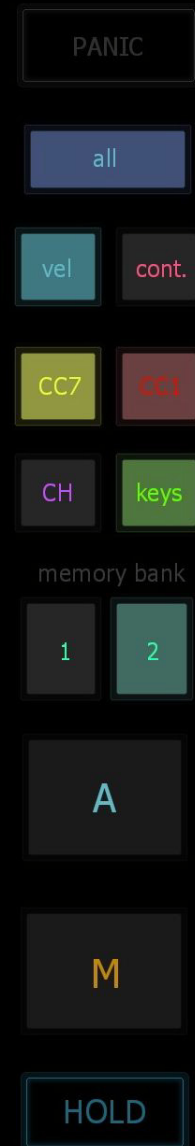
Below OCTAVE SELECTOR there are five indicators that show active parameters that are recalled by memory pads (for more information see the MEMORY BANK SYSTEM section). When you press SHIFT, OCTAVE SELECTOR disappears and you can see the following:

- NOTE HOLD - let you hold only the currently selected note. To release the note, just press the respective key. This is indicated with the flashing H in the upper left corner of OCTAVE SELECTOR.
- RESET - it resets all memory pads in both memory banks.

SHIFT BAR

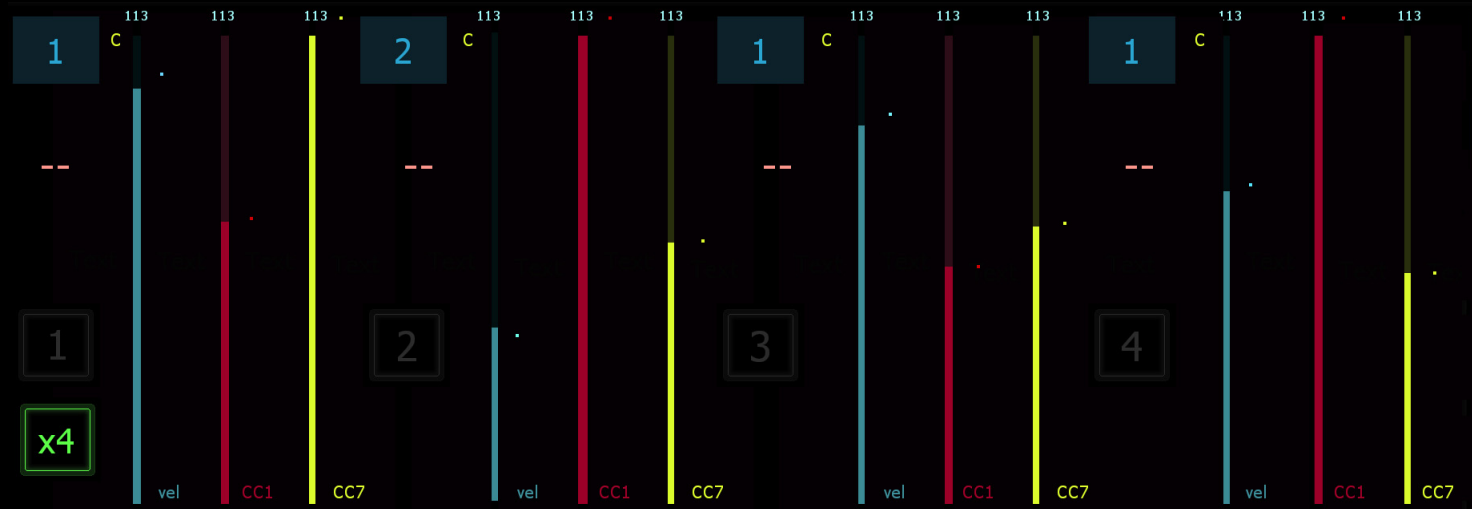
arts|UNMUTED reCHORDER features the **SHIFT** button that shows **SHIFT BAR** with several additional controllers:

- **PANIC** - sends the global MIDI Note Off message for all notes to release the “sticky” notes. reCHORDER has been extensively tested and doesn’t pose any MIDI related problems on dedicated WiFi or USB connections. However, if a slow or busy WiFi network is used, DAW may occasionally fail to register MIDI Note Off messages resulting in some hanging notes. Press this button to “kill” these notes.
- **VEL** - enables storing the velocity parameter in the memory banks.
- **CONT.** - sets velocity sliders into the continuous mode.
- **CC7** - enables storing the CC7 parameter in the memory banks.
- **CC1** - enables storing the CC1 parameter in the memory banks.
- **CH** - enables storing MIDI channel information in the memory banks.
- **KEYS** - enables storing notes values in the memory banks.
- **MEMORY BANK** - switches between **MEMORY BANK 1** and **MEMORY BANK 2**.



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- A - shows the ADVANCED MODE screen with additional MIDI controllers.



- M - shows the oversized memory keypad with 16 slots for active memory pads.

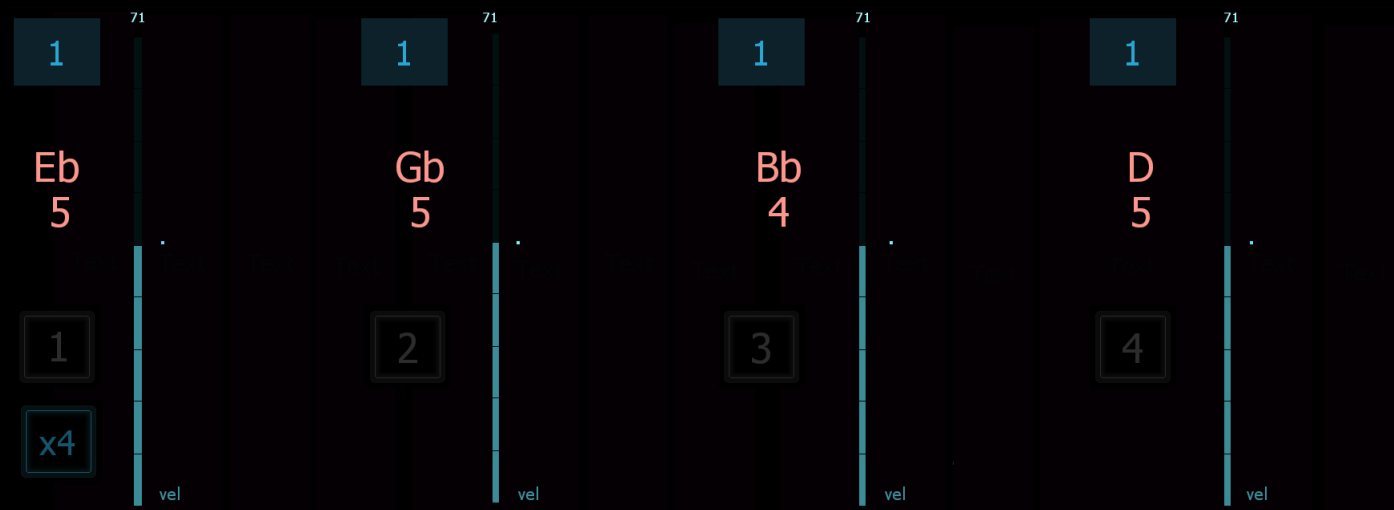


- **HOLD** - switches to the **HOLD** mode. When you press a key or a memory pad, it is held until you touch the next one. This mode is indicated by a yellow frame around the keypad and the memory keypad and 'H' in the left upper corner of **OCTAVE SELECTOR**.



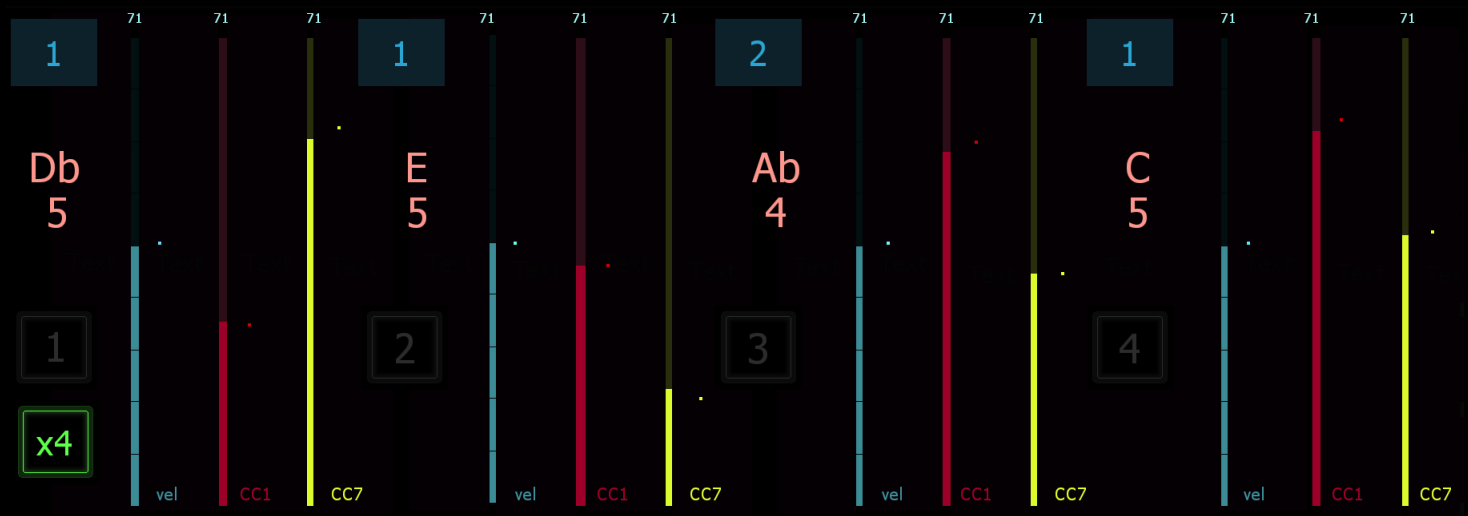
ADVANCED MODE

arts|UNMUTED reCHORDER provides you with an amazing feature set that let you sculpture each note in the chord with different velocity, CC1, CC7 and MIDI channel values. To show the **ADVANCED MODE** screen press **M** on **SHIFT BAR**.



The **ADVANCED MODE** screen features separate note displays that let you know which note can be modified by which group of sliders. In the upper part of this sections, there are 4 MIDI channel selectors that let you change MIDI channels for each note to send them to different instrument/timbre. When MIDI channel selectors are all set to 1 you can see only four velocity sliders. Touch **x4** to enable the split velocity mode for each note. The **VELOCITY**

SLIDER on the main screen disappears - now you can see four meters reflecting the state of the four velocity sliders. When you set different MIDI channels for the notes, you will see additional CC1 and CC7 sliders for each note. Now you can set different CC1 and CC7 values for each channel. CC1 SLIDER and CC7 SLIDER don't work in this mode.



IMPORTANT! the CC1 and CC7 split only works for notes sent to different MIDI channel. The notes sending on a common MIDI channel will have common CC1 and CC7 value. So if you leave Note 1 and Note 4 on MIDI channel 1 - the CC1 and CC7 sliders for these notes will control the same parameter. All parameters in this section can be stored in the memory banks.

MEMORY BANK SYSTEM

arts|UNMUTED reCHORDER features an innovative and comprehensive memory bank system that let you store the chords you have created with all set parameters. There are two banks of 8 memory pads. When you launch the template, the banks are empty and you can see only the bank numbers.



To store the chord, select the inversion type and chord type. Then press and hold the key on the keypad (you can also use **NOTE HOLD**) and press **SHIFT**. You will see 8 memory store pad for each memory bank.



Press the desired slot. It will change colour indicating that the bank is filled with information.



When you release the **SHIFT** the memory pad will appear with information on chord type and inversion type. Here is **MEMORY BANK 1** with all 8 memory pad active:



The system stores all parameters including chord type, chord inversion, velocity, CC7, CC1, MIDI channel and note values. The switches on **SHIFT BAR** enable their recall triggered by the memory pads. By default, the pads recall only the chord type and inversion. If you press **KEYS** switch on **SHIFT BAR**, the note names will appear on the memory pads indicating that now the pads trigger complete chords. This is also indicated by the green “keys” LED under **OCTAVE SELECTOR**.



To recall other parameters, just hit the respective switch on **SHIFT BAR**. The information on active recall parameters are displayed below **OCTAVE SELECTOR**.

You can overwrite the saved chord anytime you want with any information. To do this, repeat the above procedure. To reset both memory banks, touch **SHIFT** and press **RESET** button. All memory pads will disappear and store pads will become dark red again.

When you finally reached your perfect chord progression you can switch to the memory keypad that displays all 16 slots with oversized pads. To do this, press **M** on **SHIFT BAR**. The keypad displays only the active memory pads. In this mode **MEMORY BANK** switch on **SHIFT BAR** is not active. When you press a pad on the memory keypad you will switch to the respective memory bank with store pads. The respective store pad for the pressed memory pad is marked with a flashing yellow LED. Now you can play your chord sequence or perfect your velocity/CC1/CC7 settings and easily store them. This is a great tool for playing live or recording as well.



STORING YOUR PROJECT

Let's say you have created a great chord progression that you would like to save and use in the future. You can save it directly from your iPad as a Lemur project. Touch Settings>Save project... and name your project. You will be able to recall it in the future with all chord memory banks saved and ready for playing.

IMPORTANT! To prevent sound blasts on template loads, always save your projects with the velocity slider set to 0.